



AFMBE Errata

(Revised Edition)

Sometimes mistakes happen again...no matter how long we work on a book.

Page 45: The term paraplegic is used to describe someone who has crippled legs. The condition described as paraplegic in the rules is more properly called quadriplegic.

(Second Printing)

Sometimes mistakes happen again...no matter how long we work on a book.

Page 30: The Strength Table poorly reflects maximum lifting capacity. It should be replaced with the following text.

"A chart detailing how much a character of any given Strength can lift is located nearby. This is the weight someone of that Strength can lift without any effort. Higher weights can be lifted with some effort (assume a maximum lifting weight—for brief periods—equal to double the Lifting Capacity).

Strength Table

Strength	Lifting Capacity
1-5	50 lbs/25 kg x Strength (Strength 5: 250 lbs/125 kg)
6-10	200 lbs/100 kg x (Strength - 5) + 250/125 lbs (Strength 10: 1250 lbs.)
11-15	500 lbs/200 kg x (Strength - 10) + 1500 lbs/750 kg (Strength 15: 4,000 lbs/2,000 kg/2 tons)
16-20	1,000 lbs/500 kg x (Strength - 15) + 5,000 lbs/2,500 kg (Strength 20: 10,000 lbs/5 tons)
21-25	1 ton x (Strength - 20) + 5 tons (Strength 25: 10 tons)
26-30	2 ton x (Strength - 25) + 10 tons (Strength 30: 20 tons)"

The "push the limits" rule remains applicable, but comes into play only after the doubling of the weight listed.

Page 41: The following paragraph should be added to the Delusions Drawback:

Phobia: A Phobia (however defined) counts as a Delusion, worth -1 to -3 points depending on the severity. So, claustrophobia would be worth -1 if the character is uncomfortable in enclosed spaces and -3 if the character is unable to enter an elevator without suffering an anxiety attack.

Page 95: In the Outcome Table, the line under "13-14: Third Level (Good)" reading "Combat: This is the roll needed to target a specific body part, or to hit a vital area" should be replaced with the following: "Combat: This is the roll needed to hit a relatively small and specifically targeted area, or to accomplish a tricky shot or strike (for strikes at specific body parts, see p. 104)."

Page 104: Second paragraph of Targeting Specific Body Parts Chart should read:

"Head: -4 to hit. Blunt damage is doubled; slashing/piercing is tripled. Bullet type damage is modified by two levels (i.e., armor-piercing bullets inflict triple damage, normal bullets inflict four times damage, etc.)."

Page 132: The last line of the Close Combat Weapons Table was cut off due to an extraneous carriage return in the greataxe entry. The line reads: "@ Weapon must be used two-handed. Damage modifiers have already been accounted for in the formula."

Page 138: The following text should be applied to the armor marked by an "*", and to the leather jacket and padded/quilt cloth armor.

"Archaic and softer armors are not designed to stop high-velocity bullets. For such armor, divide the AV by 2 when using normal bullets, and by 3 when using armor-piercing bullets. Do not double the AV when struck by hollow-point bullets."

Page 139-140: The AVs listed for the vehicles are too low. Please replace those AVs with the following:

Sedan: 2-5
 Pick-up: 2-5
 18-Wheeler: 4-6
 Bus: 4-6
 Van: 2-5
 Military Truck: 6-8

Page 148: The Dead Points listed for the Fire Weak Spot should be deleted. Fire Weak Spot makes the zombie more susceptible to fire. It should be treated just like Chemicals and Blessed Objects. The number of Dead Points must be specified by another Weak Spot Aspect.

(First Printing)

**Sometimes mistakes happen..no matter how long we work on a book.
 These mistakes will be corrected in future printruns.**

Page 29: The base Skill Point allocations for Character Type on the Optional Skill Point Generation System are incorrect. They should be Norm: 25, Survivor: 30, Inspired: 20. Also, it should be noted that in almost all cases, the optional system will provide more Skill Points to characters.

Page 30: The Strength Table poorly reflects maximum lifting capacity. It should be replaced with the following text.

"A chart detailing how much a character of any given Strength can lift is located nearby. This is the weight someone of that Strength can lift without any effort. Higher weights can be lifted with some effort (assume a maximum lifting weight—for brief periods—equal to double the Lifting Capacity).

Strength Table

Strength	Lifting Capacity
1-5	50 lbs/25 kg x Strength (Strength 5: 250 lbs/125 kg)
6-10	200 lbs/100 kg x (Strength - 5) + 250/125 lbs (Strength 10: 1250 lbs.)
11-15	500 lbs/200 kg x (Strength - 10) + 1500 lbs/750 kg (Strength 15: 4,000 lbs/2,000 kg/2 tons)
16-20	1,000 lbs/500 kg x (Strength - 15) + 5,000 lbs/2,500 kg (Strength 20: 10,000 lbs/5 tons)
21-25	1 ton x (Strength - 20) + 5 tons (Strength 25: 10 tons)
26-30	2 ton x (Strength - 25) + 10 tons (Strength 30: 20 tons)"

The "push the limits" rule remains applicable, but comes into play only after the doubling of the weight listed.

Page 41: The following paragraph should be added to the Delusions Drawback:

Phobia: A Phobia (however defined) counts as a Delusion, worth -1 to -3 points depending on the severity. So, claustrophobia would be worth -1 if the character is uncomfortable in enclosed spaces and -3 if the character is unable to enter an elevator without suffering an anxiety attack.

Page 73: The Hacker archetype is missing his Quote. "Hardware, software, bullshit! The real Y2K bug is flesh-eating geeks!"

Page 79: The Video Store Clerk's Int should be 2 not a 4.

Page 95: In the Outcome Table, the line under "13-14: Third Level (Good)" reading "Combat: This is the roll needed to target a specific body part, or to hit a vital area" should be replaced with the following: "Combat: This is the roll needed to hit a relatively small and specifically targeted area, or to accomplish a tricky shot or strike (for strikes at specific body parts, see p. 104)."

Page 102: The reference to the Appendix in the "modifiers" subheading should have been deleted. The Ranged Combat Modifiers Table did not make it into the Appendix.

Page 104: Second paragraph of Targeting Specific Body Parts Chart should read:

"Head: -4 to hit. Blunt damage is doubled; slashing/piercing is tripled. Bullet type damage is modified by two levels (i.e., armor-piercing bullets inflict triple damage, normal bullets inflict four times damage, etc.)."

Page 135: The capacity of the M1 Carbine should be 15 or 30 (for the 1945 version), not 20. The capacity of the M1 Garand should be 8, not 10. The capacity of the Mauser should be 5, not 20.

Page 138: The following text should be applied to the armor marked by an "*", and to the leather jacket and padded/quilt cloth armor.

"Archaic and softer armors are not designed to stop high-velocity bullets. For such armor, divide the AV by 2 when using normal bullets, and by 3 when using armor-piercing bullets. Do not double the AV when struck by hollow-point bullets."

Page 139-140: The AVs listed for the vehicles are too low. Please replace those AVs with the following:

Sedan: 2-5

Pick-up: 2-5

18-Wheeler: 4-6

Bus: 4-6

Van: 2-5

Military Truck: 6-8

Page 220: In the Character Type Reference Table, Survivors should have 15 points for Qualities. The write-up on p. 28 is correct.

Page 230: The column heads in the Weapons/Hand to Hand chart should read: Type; Range; Damage; Cap; EV



Copyright © 1999-2002 Eden Studios, Inc. All Rights Reserved.
Any questions or comments regarding All Flesh Must Be Eaten or this website, please [send](#) them to us.

[Privacy Policy](#)